

**WARNING: READ BEFORE USING YOUR
SEGA™ VIDEO GAME SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

Handling Your Compact Disc

- ◆ The Sega Saturn disc is intended for use exclusively in the Sega Saturn™ system.
- ◆ Do not bend it, crush it, or submerge it in liquids.
- ◆ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ◆ Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- ◆ Keep your Sega Saturn compact disc clean. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

CONTENTS

▶ CONTROL SUMMARY	2
▶ INTRODUCTION	4
▶ SETTING UP THE GAME	5
Main Menu	5
Starting an Exhibition Game	7
▶ PLAYING THE GAME	8
Playcalling Screen	9
Kicking	10
Offense	10
Defense	12
Pause Menu	13
Game Flow	14
▶ SEASON, TOURNAMENT, AND FANTASY DRAFT MODES	15
Season Mode	15
Tournament Mode	16
Fantasy Draft Mode	16
▶ FRONT OFFICE	17
▶ CREDITS	19

For more info about this and other titles, check out
EA SPORTS™ on the web at

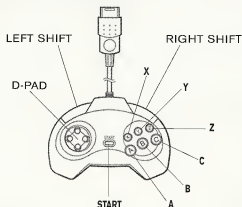
www.easports.com

[STARTING THE GAME]



1. Turn ON the power switch on your Sega™ Saturn™ system.
2. Make sure a control pad is plugged into the port labeled Control 1 on the Sega Saturn system.
3. Open the disc tray and place the disc inside.
4. To skip through the introductory screens and video, press **START** at each screen. The Main menu appears (> p. 5).

[CONTROL SUMMARY]



MENU CONTROLS

ACTION	CONTROL
Highlight menu item	D-Pad ↑
Change highlighted item	D-Pad ↔
Activate highlighted item/Continue	C/START

[CONTROL SUMMARY]

Return to previous screen/Close menu	B
Toggle control between top/bottom of screen	A (where applicable)
Activate Help pop-up screen	Hold Y
Scroll to see more information	D-Pad ⬆ (when arrows appear)

► GENERAL GAMEPLAY

Pause game	START
Call Timeout before the snap	Right SHIFT + Left SHIFT
Move player/Take control of highlighted player	D-Pad ⬆
Dive	A

► OFFENSE

Before the Snap

Call Audible	A, then A, B, or C
View receivers to the left/right	X/Z
Start player in motion	D-Pad ↔
Fake snap signal	Y
Snap the ball	C

Running

Explode forward	B
Spin	Y
Dive for extra yardage	A
Jump/Hurdle	C
Stiff arm left/right	X/Z
Lateral to closest player	Right SHIFT

Passing

Call up passing symbols	C
Pass to receiver with appropriate control symbol	A, B, C, X or Z (hold for bullet pass)
Throw ball away	Y

Receiving

Control receiver closest to ball	B
Dive for low pass	A
Jump and raise hands for high pass	C

► DEFENSE

Before the Snap

Call Audible	A, then A, B, or C
Control a different player	B
Call Bump coverage/return to normal coverage	Z

After the Snap

Control defender closest to the ball	B
Power move/Power tackle	Y
Dive to tackle	C
Jump to block or intercept pass	A
Swim move	Right SHIFT

► KICKING

Kick off/Punt

Audible left/onside/normal/left/onside kick

(kickoff only)

A, then A/B/C

Start kick meter/Kick ball

C

Aim kick left/right

D-Pad ←→

► Receive Kick

Audible left/onside/normal/left/onside return

(kickoff only)

A, then A/B/C

Control kick receiver

D-Pad

Call for a fair catch

C

[INTRODUCTION]

EA SPORTS proudly presents Madden NFL™ 98. The number one game of 1996 comes back strong for another championship season. **Smarter. Faster. Deeper.**

- ◆ New Liquid AI™ based on real NFL defensive playbooks and schemes.
- ◆ New V-Poly™ technology for supersonic framerates in gameplay.
- ◆ New Touch Passing™ QB simulator—throw a lob to lead a receiver; fire a bullet pass to hit a receiver on a timing pattern.
- ◆ Play-by-play from Pat Summerall and analysis by John Madden.
- ◆ New Fantasy Draft—draft your own custom teams.
- ◆ New Iso Cam—control any player at any time.
- ◆ 116 current and classic NFL teams with updated rosters.
- ◆ 30 authentic NFL stadiums 3-D rendered.

About this Manual

We've structured this manual to include more why and what information and less how information—why you might want to choose different options rather than how to press the buttons. If you're not sure which buttons to press in a menu screen, press and hold **Y** to get Help.

MADDEN BOWL™—Built on the credo of 'Fame and Game', Madden Bowl is a celebrity Madden tournament held annually at the Super Bowl®. The pinnacle of competitive sports gaming, this winner-take-all slugfest features the best NFL and celebrity Madden players. Madden Bowl 97, the third annual tournament, crowned Jimmy Spencer of the Bengals as the champion. Madden Bowl 98 will be held in San Diego during Super Bowl XXXII.



Madden Bowl 98 will be held in San Diego during Super Bowl XXXII.

[SETTING UP THE GAME]

MAIN MENU

The Main menu serves as control central for *Madden NFL 98*. From here you can start a game, Season, or Tournament, draft fantasy teams, or set options.

- **EXHIBITION:** Start an Exhibition game between any two teams.
(> *Starting an Exhibition Game* on p. 7.)
- **SEASON:** Start a new NFL Season. (> *Season Mode* on p. 15.)
- **CUSTOM SEASON:** Realign the NFL divisions any way you want using both current and classic teams. (> *Season Mode* on p. 15.)
- **TOURNAMENT:** Start a new 8- or 16-team Tournament. (> *Tournament Mode* on p. 16.)
- **FANTASY DRAFT:** Start a new 4- or 8-team fantasy draft where you draft all your players then play a tournament. (> *Fantasy Draft Mode* on p. 16.)
- **FRONT OFFICE:** Wheel and deal Madden NFL style—trade, sign, release, draft, or create players or reorder team rosters. (> *Front Office* on p. 17.)
- **GAME OPTIONS:** Set game, sound, and controller options.
- **BACKUP OPTIONS:** Save or load game data and manage files.
(> *Backup Options* on p. 6.)

A CONTINUE SEASON, DRAFT, or TOURNAMENT option appears at the top of the screen if you have a series in progress.

GAME OPTIONS

Options set from this menu affect Exhibition and Series games.

- **QTR LENGTH:** Set the game Quarter length to 3, 5, 10, or 15 minutes.
Note that during a Season, game stats reflect this length even in simulated games.
- **NOTE:** Default options are listed in bold in this manual.
- **SKILL LEVEL:** How hard do you want to play—ROOKIE, **PRO**, or MADDEN?
- **INJURIES:** Toggle the possibility of player injuries **ON/OFF**. If a player is injured, the computer automatically substitutes for him.
- **MADDENISMS:** Toggle Madden's color commentary and analysis **ON/OFF**.
- **COMMENTARY:** Toggle Pat Summerall's play-by-play **ON/OFF**.
- **FATIGUE:** Toggle player fatigue **ON/OFF**.
- **USER RECORD:** Leave User Records **ON** if you want to compile user stats and/or all-time records.

SALARY CAP: Toggle Salary Cap restrictions. When **ON**, you can't sign or trade for a player whose salary will take your payroll over the cap limit.

TRADING DEADLINE: This only affects Season mode. When **ON**, you can't trade players after the trading deadline.

SOUND FX: Set game and menu sound effects volume. (Set to 0 to turn off sound effects.)

MUSIC: Set the menu music volume.

SOUND OUTPUT: Toggle audio between **STEREO** and **MONO**.

PENALTY LEVELS: Go to the Penalty Levels screen to adjust the sensitivity of each of the penalties called in *Madden NFL 98*.

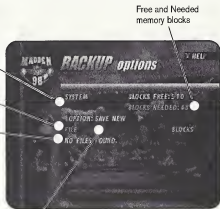
CONTROLLER CONFIG: Go to the Controller Config screen to select one of four Controller setups (D-Pad \leftrightarrow to select).

BACKUP OPTIONS

Backup RAM cartridge or System Memory

D-Pad \leftrightarrow to toggle between OPTION and the File list

File list



OPTION:

LOAD: Load the highlighted memory file, overwriting the current game in memory.

OVERWRITE: Replace the highlighted file with current game data.

DELETE: Delete the currently highlighted memory file.

NEXT DEVICE: Cycle to the next available memory device.

SAVE NEW: Save current game data to backup RAM cartridge—if a series is in progress, you get a choice of saving game preferences and rosters and/or the series data and rosters.

NOTE: Never insert or remove a backup RAM cartridge or turn the system off when loading or saving files.

STARTING AN EXHIBITION GAME

After you select **EXHIBITION** from the Main menu, the Game Setup menu appears with options for selecting the home and away teams, game parameters, and other options.

Select **PLAY GAME** or press **START** to continue to the Controller Select screen

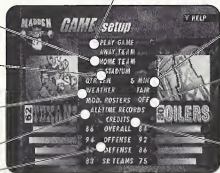
D-Pad \leftrightarrow while option is highlighted to select team(s)

Select a different stadium from Stadium Select screen

Set weather to **FAIR**, **RAIN**, **WIND**, **SNOW**, or **NIGHT**

View gameplay records

Ratings for selected teams



Set Quarter length to 3, 5, 10, or 15 minutes

Play with default rosters or turn ON to use any roster changes you've made

See who made this game

EA TIP

To get a random matchup press **X + Z** at the Team Select screen. This is a good way to keep players on even footing for a grudge match.

CONTROLLER SELECT SCREEN

Choose the team you want to control.

- ◆ To move the controller icon under the team that you want to control, D-Pad \leftrightarrow . To let the computer control the teams, leave the controller icon in the middle.
- ◆ To continue, press **C** or **START**. The pregame sequence begins.

EA TIP

Player control stars are color-coded to the controller you choose from this screen. Remember the color of your controller icon.

USER RECORDS SCREEN

This screen appears if User Records are ON. Enter user records name(s) for each player to track win/loss and outstanding stats records.

1. To enter a new name or select an existing name, highlight an empty slot or existing name and press **C**.
- ◆ To start a game without a user records name, select **NONE**.
- ◆ To select letters for a name, D-Pad \leftrightarrow to move left/right and D-Pad \uparrow to cycle through letters.
2. To confirm the name and continue, press **C**.

PREGAME

After the game loads, John Madden and Pat Summerall present the Weather Conditions and Keys to Victory for the upcoming contest. (Press **START** to continue at each screen.) Then the visiting team selects Heads or Tails while the coin is in the air.

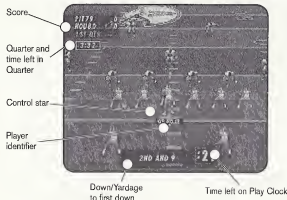
- ☐ The winner of the toss selects Kick, Receive, or which goal to Defend.
- ☐ The loser of the toss chooses the option that the winner did not choose. For example, if the visiting team chooses to receive, the home team chooses which end of the field to defend.

After the coin toss, the Playcalling screen appears (➤ p. 9).

PLAYING THE GAME

Madden NFL 98 utilizes a TV-style presentation and competition-tested gameplay to deliver a true interactive football experience. From referee Red Cashion's calls to instant stats, drive summaries, and instant replays, if it's in the game, it's in the game™.

THE GAME SCREEN

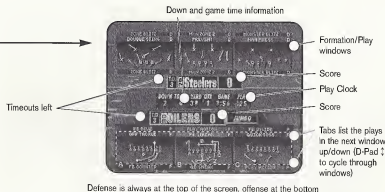


EA TIP

If your player is offscreen, an arrow the same color as your control star points toward him from the edge of the screen. D-Pad in the opposite direction of the arrow to bring him back onscreen.

PLAYCALLING SCREEN

The Playcalling screen is the key to success in *Madden NFL 98*—if you don't call the right plays, it doesn't matter how well you execute them.



Defense is always at the top of the screen, offense at the bottom

To call a play:

1. Highlight a formation and press the corresponding button (A, B, or C).
- ☐ On offense, you pick a set for the selected formation and then the play you want to run.
2. Highlight the play you want to run and press the corresponding button.
- ☐ To run a play in the opposite direction, press **X** to flip the plays (offense only).
- ♦ If you choose a formation or play and then change your mind, press **Y** to back up and make a new selection.

EA TIP

If your opponent is watching your play selections too closely, you can fake him out. To select a play from the next window above (listed in the table above the current window) press Left SHIFT + A, B, or C. To select a play from the next window below, press Right SHIFT + A, B, or C.

EA TIP

The CLOCK formation under Offensive SPECIAL plays gives you access to the QB KNEEL (run off time safely) and STOP CLOCK (QB spikes the ball) clock management plays. Kicking plays are also found under SPECIAL plays.

KICKING

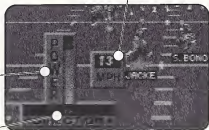
Use the kick meter for kickoffs, punts, field goals, and extra point attempts.

- ◆ Press **C** to start the play and set the kicker in motion
- ◆ Press **C** again to kick the ball

Height of the meter sets kick power

D-Pad \leftrightarrow to aim the kick

Wind speed and direction



OFFENSE

This section describes how to control your team at the line of scrimmage and execute running and passing plays

BEFORE THE SNAP

After you call a play you can look over your team at the line and call an audible if necessary.

- ◆ To **look** left/right to check out your receivers, press **X/Z** Passing control symbols appear below each receiver.
- ◆ To call an **audible**, press **A**, then **A**, **B**, or **C**. (**Y** to cancel and reset to the play originally called.)
- ◆ To start a player in **motion**, Pad \leftrightarrow .
- ◆ To bark a **fake snap** signal, press **Y**.
- ◆ To **snap** the ball, press **C**.

No Huddle Offense:

- ◆ To **repeat** the last play, press and hold **C** after the whistle blows.
- ◆ To call a **stop clock** play to spike the ball, press and hold **Y** after the whistle.

EA TIP

If you're playing with Fatigue ON, a bar below the QB and each receiver shows his fatigue level.

EA TIP

The Left SHIFT/Right SHIFT buttons can also be used in conjunction with A to call preset audibles from your current formation. Experiment with the presets to find combinations that work with your style of play.

RUNNING PLAYS

You can watch the computer execute the play or you can take control of the ball carrier after the hand-off. A color-coded star and player identifier appear beneath the ball carrier.

To execute a running play:

1. When the offensive line is set, press **C** to snap the ball. The hand-off or toss is automatic.
2. D-Pad any direction to take control of the ball carrier.

To break tackles and shake defenders:

- ◆ To dive for extra yardage, press **A**.
- ◆ To hurdle, press **C**.
- ◆ To explode for an extra burst, press **B**.
- ◆ To spin out of a tackle, press **Y**.
- ◆ To throw a stiff arm left/right, press **X/Z**.
- ◆ To lateral to your nearest teammate, press **Right SHIFT**.

EA TIP

If your quarterback is in danger of being tackled, press A to make him slide feet first. This keeps the quarterback from getting injured by a rough tackle.

PASSING

Hike the ball and let the computer execute the play, or move the D-Pad to take control of the QB on passing plays.

To execute a passing play:

1. To **snap** the ball when the offensive line is set, press **C**.
2. To move the QB and take **control** of the play, D-Pad any direction.
3. To call up the **passing symbols**, press **C**. A yellow symbol appears above each eligible receiver on the field. These symbols correspond to the **A**, **B**, **C**, **X**, and **Z** buttons on the Controller.
- ◆ To throw away the ball if all the receivers are tightly covered, press **Y**.

Watch the receivers run their patterns on the field and throw a pass to the open man. Once the ball is in the air, a yellow crosshair appears on the field to mark the ideal reception spot.

4. To throw a pass to the corresponding receiver, press **A**, **B**, **C**, **X**, or **Z**.

The receiver automatically completes his pattern toward the crosshair, attempts to make the catch, and runs upfield. While the ball is still in the air, you can manually control the designated receiver to make the catch.

EA TIP

With Touch Passing, the longer you hold the button, the harder the pass. Tap the button for a soft, high-arcing pass; hold for a low bullet pass. Between these two extremes is the perfect touch pass.

To control the intended receiver:

1. To take **control** of the receiver while the ball is in the air, press **B**. A color-coded star appears on the field beneath the player.
 2. D-Pad any direction to guide the receiver toward the yellow crosshair.
- ◆ To **dive** for the ball, press **A**.
 - ◆ To **jump** and raise your hands for the ball, press **C**.

DEFENSE

While some controls remain the same on offense and defense, there are major differences as well—in both attitude and the special controls defined in this section.

BEFORE THE SNAP

After you call a play you can switch players, call audibles, and adjust your coverage options before the snap.

- ◆ To call an **audible**, press **A**, then **A**, **B**, or **C** (Y to cancel.)
- ◆ To cycle **control** through the defensive players, press **B**.

NOTE: You can reposition the defensive player you control, but if you make contact with an offensive player before the ball is snapped or are past the line of scrimmage when the ball is snapped, an encroachment or offsides penalty is called.

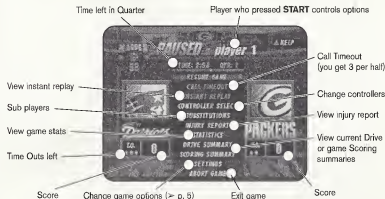
- ◆ To call aggressive bump-and-run pass coverage (or return to normal coverage), press **Z**.

AFTER THE SNAP

- ◆ To **control** the player closest to the ball, press **B**.
- ◆ To make a **power** move to get free or make a power tackle, press **Y**.
- ◆ To **dive** to make a tackle, press **A**.
- ◆ To **jump** to catch or block the ball, press **C**.
- ◆ To use a **swim move** to get by a blocker, press **Right SHIFT**.

PAUSE MENU

Press **START** to pause the game when you need a break or want to change options, view stats and replays, or exit the game.



SUBSTITUTIONS

Most players leave this setting on **AUTO** and let the computer make changes, but if you want to tinker with your lineups, this menu provides a powerful set of tools.

- ▶ **SUBSTITUTIONS:** Leave on **AUTO** or set to **MANUAL** to make changes as described below.
- ▶ **GLOBAL OFFENSE/DEFENSE:** Make roster changes that affect all formations and sets.
 - ◆ To select a starting player to replace, D-Pad ↓. The top of the screen lists the formations and sets the player is assigned to as either a starter (red dot) or sub (blue dot).
 - ◆ To replace the player, press **C**, highlight a second player then press **C**. The players change slots.
- ▶ **OFFENSE/DEFENSE:** Select the individual players assigned to each set and formation.
 - ◆ To select a formation and set, highlight a formation then D-Pad ↔ to select a set.
 - ◆ To assign players for the selected formation and set, press **C**. A diagram of the formation/set appears.
 - ◆ To select a player, D-Pad ↓. (To cycle ratings, D-Pad ↔.)
 - ◆ To sub for the selected player, press **C**, highlight a second player then press **C** again.
- ▶ **RESET ALL SUBS:** Return all formations to the default starting lineup.

GAME SETTINGS MENU

Most options are identical to those described in the Game Options menu (> *Game Options* on p. 5). The unique options are described below.

- ▶ **PLAYER DISPLAYS:** Cycle the text that appears below controlled players to **BY NAME**, **BY NUM(ber)**, **BY POS(ition)**, or **NONE**.
- ▶ **EAS INSTANT REPLAY:** Toggle EA SPORTS automatic replays of big plays **ON/OFF**.
- ▶ **ANY PLAYER CONTROL:** (*Single Player only*) Toggle **ON** if you want to be able to control any offensive player before the snap—be a smarter blocker, back, or receiver if you think it will help your team.
 - ◆ To cycle through players in **ANY PLAYER** mode, press **B**.
- ▶ **CAMERA VIEW:** Go to the Camera Settings menu to select from the available gameplay views.
- ▶ **SET OFFENSIVE/DEFENSIVE AUDIBLES:** Go to the Set Audibles screen to select the three plays you can audible at the line of scrimmage.
 - ◆ To change a play, select the play you want to change, then use the Playcalling screen at the bottom of the screen to select a new play.

EA TIP

You snap the ball the same way when you're controlling a player other than the QB—with C. If you're controlling a receiver during the play, you can call for the ball by pressing C. If the QB hasn't started throwing to someone else, he'll throw to you.

GAME FLOW

Halftime: The Halftime Stats screen shows the current stats while Madden comments on the action so far.

Press **START** to continue.

End of the game: The final score is displayed. Press any button to go to the Postgame Analysis screen. From here, you can quit by selecting **END GAME** or view injuries, instant replay, stats, or a scoring summary.

SEASON, TOURNAMENT, AND FANTASY DRAFT MODES

Madden NFL 98 contains three series modes: regular or custom Seasons, competitive multiplayer Tournaments, and a new Fantasy Draft mode where players draft complete teams then play a season against each other.

SEASON MODE

The **SEASON** option from the Main menu takes you to the start of a new NFL Season based on the 1997–98 schedule. You can use either default or modified (i.e., rosters that reflect your trades, created players, etc.) rosters in a Season. After you select **SEASON** and whether or not to use modified rosters, the Season Week screen appears for Week 1 of the season.

NOTE: To preserve statistical integrity, you can't delete Created players in Season mode.

▶ To Create a CUSTOM SEASON:

- ◆ Select **CUSTOM SEASON** from the Main menu.
- ◆ To cycle through NFL divisions, press **Left SHIFT/Right SHIFT**.
- ◆ To cycle teams for the highlighted division slot, D-Pad **↓**.

In this manner, you can set up a custom NFL season league using the teams of your choice—including classic teams.

NOTE: A team can only appear in one slot during a Season. You must remove a current NFL team from its current slot (i.e., replace it with a classic team) before you can place it in another division.

SEASON WEEK SCREEN

- ▶ **PLAY WEEK:** From this screen you select the games you want to play.
 - ◆ To toggle the yellow selection symbol for games you want to play, highlight a matchup and press **A**.
 - ◆ To play the first selected game, press **C**.
- ▶ **TEAM SCHEDULE:** View the Season schedule by team.
- ▶ **TEAM STANDINGS:** View standings by division, conference, or the entire league.
- ▶ **INJURY REPORT:** View a list of injured players (if any) by team.
- ▶ **SEASON STATISTICS:** View team and player stats:
 - ▶ **Individual Stats:** View player stats—broken down by NFL, conference, division, or team, and stat type (e.g., passing), and sorted by individual stat (e.g., passing yardage).
 - ▶ **Team Stats:** View comprehensive NFL team stats—down to obscure categories such as the number of two-point conversions made.
 - ▶ **Team Rankings:** View NFL and division rankings for each team.

- ▶ **PLAYER AWARDS:** View the Offensive and Defensive Players of the Week during the Season and the MVP at the end of the Season.
- ▶ **FRONT OFFICE:** Go to the Front Office screen (> *Front Office* on p. 17). This option is not available in a custom season.

END OF THE SEASON

After the last game, the playoffs begin, starting with the Wildcard games, then the Division Playoffs, Conference Championships, and Super Bowl™. Before each game, the Playoff Tree screen shows the current playoff results and matchups. Once the playoffs conclude, you can play additional season(s) using your current rosters.

TOURNAMENT MODE

The TOURNAMENT option from the Main menu takes you to the start of a new 8- or 16-team single elimination Tournament.

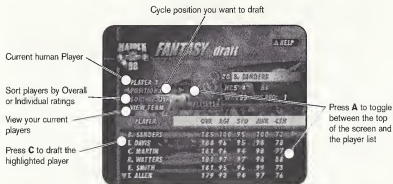
- ◆ After you select the number of players, enter a name for each player at the Tournament Names screen.
- ◆ At the Tournament Teams screen, each player chooses which NFL team s/he controls. (The computer randomly chooses the order in which players choose.) The **Tournament Menu** screen appears:

- ▶ **Tournament Tree:** Choose which games to play. D-Pad ↔ to highlight a matchup, then press **C** to play that game.
- ▶ **Team Stats:** View stats for each NFL team in the Tournament.
- ▶ **Individual Stats:** View stat leaders for each NFL player in the Tournament.

FANTASY DRAFT MODE

The Madden NFL FANTASY DRAFT combines the strategy of a fantasy football league with the action of Madden football. First, select a 4- or 8-team league, then select HUMAN or CPU control for each team's draft:

- ◆ Select a control type for the highlighted team, then press **C** if you want to change the player name for the team. Press **START** to continue.
- ◆ Next, select a team name for each team from those available (**C** to confirm and advance to the next team.) The Fantasy Draft screen appears.
- Teams select in random order in the first round, then in the same order thereafter.
- ◆ To let the computer finish the draft for you, press **START**.



After all teams have selected complete rosters, the Play Week screen appears. A round robin tournament begins in the following format:

- **4 Teams:** Each team plays every other team, then all teams proceed to semi-final matchups based on their records. The winners of the semi-final games meet for the championship.
- **8 Teams:** Each team plays every other team, then all teams proceed to semi-final matchups based on their records. The winners of the semi-final games meet for the championship.

NOTE: Any human player can control any fantasy team during gameplay, no matter who controlled the team during the draft.

[FRONT OFFICE]

FRONT OFFICE MENU

Madden NFL gives you complete control of your rosters. You can create, trade, release, and sign players subject only to salary cap restrictions.

NOTE: Front Office options are only available in EXHIBITION and SEASON modes. Roster changes within a Season don't affect the default Exhibition rosters that are saved with game preferences. Season roster changes are saved with Season data.

▶ **TRADE PLAYERS:** Make a one-for-one trade between any two NFL teams.

- ◆ To cycle through NFL teams, press **Left SHIFT/Right SHIFT**.
- ◆ To make a trade, highlight a player and press **C**. Select a second player from another team then press **C** again (**B** to cancel).
- If the Salary Cap is ON, you can't make a trade that will take a team over the cap limit.

EA TIP

Releasing players can give you cap space for signing a valuable free agent or Created player—or enough room to complete a trade.

EA TIP

You can sub a player away from his natural position, but we don't recommend moving him very far. Moving a tackle to defensive end may be OK, but don't try him at safety...

EA TIP

You don't have to use up all the points in the pool. Assign high ratings only where they're most valuable—this makes the game more realistic and also gives you lower salaries to absorb in your cap.

SIGN/RELEASE PLAYER: Sign a free agent or release a player to the Free Agent List.

REORDER ROSTER: Shuffle your depth chart order to set your starting lineup and substitution order.

◆ To cycle through teams, press **Left SHIFT/Right SHIFT**.

◆ To cycle through player positions, press **X/Z**.

◆ **To swap a player's spot on the depth chart with another player,** highlight the player you want to change and press **C** (B to cancel). Highlight another player and press **C**, and the players swap positions.

CREATE PLAYER: Create a new player to your specifications:

Team: Assign the player to the Free Agent List or a specific team.

Name: Enter the player's full name.

Position: Set the player's natural position.

Number: Select the player's jersey number from those available for his position.

Height/Weight: Select the player's size.

Handed: Select the player's strong hand.

Skin: Select player's skin tone.

◆ To continue to a second screen of ratings, select **CONTINUE**.

Player ratings default to **40** on a scale of 1–99. As you increase each rating level, the overall pool decreases. When the pool reaches 0, you cannot increase any rating levels.

NOTE: Each position has a different set of ratings. The rating maximums are derived from the highest rated player in each position, so ratings cannot be set above 99. Also note that the number of points in the pool varies randomly.

◆ When you've set the ratings at the levels you want, press **C** to confirm. A popup screen shows you the player's salary and gives you a chance to save and exit or cancel.

DELETE PLAYER: Delete a Created player from the list of saved players.

RATING ABBREVIATIONS

WGT	Weight
AGI	Agility
SPD	Speed
AWR	Awareness
CTH	Catch Ability
CAR	Carry Ability
THP	Throwing Power
THA	Throwing Accuracy

KPW	Kicking Power
KAC	Kicking Accuracy
BTK	Break Tackle
TAK	Tackling Ability
IMP	Importance
PBK	Pass Block
RBK	Run Block
INJ	Injury Ability

CREDITS

Strategy and Play Design: John Madden

Executive Producer: Scott Orr

Producer: Steve Sims

Line Producer: Ted Fitzgerald

Assistant Producer: Brian Jackson

Game Design: Rob Jones, Ted Fitzgerald

AI Design: Randy Beverly

Additional Design: Brian Jackson, Steve Sims

Player Rosters/Ratings: Jake Neri, Barry Dorf

Video Producer: Ernest Adams

Audio Director: David Whittaker

Sound Effects: Ken Felton

Video Specialist: Eric Kornblum

Video Operations Manager: Jerry Newton

Video Compression Assistance:

Electronic Arts Canada

Video Operations Manager: Jerry Newton

Motion Capture: Testarossa

Motion Capture Talent: Andre Ware

Play-by-Play: Pat Summerall

Studio Host: James Brown

Guest Referee: Red Cashion

Music Score: Michael Pendowski

Players Committee: Kevin Gogan,

Merton Hanks, Lincoln Kennedy,

Chester McGlockton, Barry Sanders,

Lee Woodall, Kevin Mitchell

Player Relations: Sandy Sandoval

Testing Supervisor: James Bailey

Lead Tester: Brian Winslow

Testing: Jacob Neri, Stephen Jones,

Doug Doine, Richard Beresh, James

Bailey, Jason Estabaz, Keven Roach

Product Manager: Erik Whiteford

Public Relations: Shelley Eckenroth,

Charlie Scibetta

Quality Assurance: John Pemberton,

Sean Baity, Big John Hanley

Documentation: David Lee, Jason Armatta

Documentation Layout: Tom Peters

Package Art Direction: Nancy Waisanen

Package Design: Studio 3

Package Photography: Henrik Kam

Very Special Thanks: Goal Line Productions

Special Thanks: Joe Madden, Mike Madden, Maria Bahamondes, Matt McKnight, Marc Farley, Glenn Chin, Anthony Crouts, Kirk Scott, Gene Goldberg, Monty Amdursky, LaShun Lawson, Doug Ramsay, Sandy Montag, Ric Neil, Johnny Lynn, George Stewart, Phil Carter, Mike Newsome, Carrie Fisher, Clay Walker, Jill Winters, Jermaine Dupri, Phil Carter, Clay Walker, Murray Allen, Pam Seawell, Bobby Lee, Jay Manahan, Jack Manahan, Morris Bradshaw, Derek Boyko, Richard Stewart, Pete Carroll, Greg Robinson, Emmitt Thomas, Jeff Robinson, San Jose State University, University of California at Berkeley, John Loose

Executive in Charge of Production: Scott Orr

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this Electronic Arts software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electronic Arts software program is sold "as is," without express or implied warranty of any kind, and Electronic Arts is not liable for any losses or damages of any kind resulting from use of this program. Electronic Arts agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electronic Arts software product, postage paid, with proof of purchase, at the Electronic Arts Warranty Department. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electronic Arts software product has arisen through abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS—This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts software product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice.

RETURNS WITHIN 90 DAY WARRANTY PERIOD—To replace defective media within the 90-day warranty period, send the defective media, a copy of the original sales receipt, a return address, and a small note describing the difficulties you are experiencing to the address below. If the software media was damaged through misuse or accident, you will need to follow the returns after warranty policy detailed below.

RETURNS AFTER WARRANTY—To replace defective media after the ninety (90) day warranty period has expired, send the original CD to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for \$15.00.

Electronic Arts Customer Warranty
P.O. Box 7578
San Mateo, California 94403-7578
Warranty Phone: (650) 572-2787

If you have warranty questions, you can also contact Customer Warranty via e-mail at cswwarranty@ea.com

If you need technical assistance with this product, call us at (650) 578-0316 Monday through Friday between 8:30 AM - 11:45 AM and 1:00 PM - 4:30 PM, Pacific Time

No hints or codes are available from (650) 578-0316. You must call EA's HINTS & INFORMATION HOTLINE for hints, tips, or codes.

EA Tech Support Fax: (650) 286-5080.

Include your fax number, all faxes will be answered by fax.

HOW TO REACH US ONLINE

Include your email address, all email will be answered by email.

Internet E-mail: support@ea.com

Madden Mail: bjackson@ea.com

World Wide Web: Access our Web Site at <http://www.ea.com>

FTP: Access our FTP Site at <ftp://ftp.ea.com>

Need Help? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!

In the US, dial 900-288-HINT (4468). 75c per minute (95c for first minute).

In CANADA, dial 900-451-4873. \$1.15 (Canadian) per minute.

If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

Officially Licensed Product of the National Football League Players. © 1997 Players Inc. The PLAYERS INC logo is a trademark of the National Football League Players. The NFL shield design and Super Bowl are a registered trademark of the National Football League. Team names, nicknames, logos, and other indicia are trademarks of the teams indicated. The names and logos of all stadiums are trademarks of their respective owners and are used by permission. TM/©1997 NFLP. Dolby and the double-D symbol are trademarks of Dolby Laboratories.

Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. This game is licensed for use with the Sega Saturn system only.

EA SPORTS, the EA SPORTS logo, John Madden Football, Liquid AI, Touch Passing, V-Poly, Madden Bowl, Electronic Arts, "if it's in the game, it's in the game", and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts in the U.S. and/or other countries.

Security Program © Sega 1994. All rights reserved. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. All rights reserved. Made and printed in the U.S.A.



© 1997 The Topps Company, Inc. All rights reserved. Topps and the Topps logo are registered trademarks of The Topps Company, Inc.

Software and documentation © 1997 Electronic Arts. All rights reserved.

Patent numbers:

U.S. Nos. 4,442,486/4,454,594/4,462,076/5,371,792; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; U.K. No. 1,535,999